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CENTRAL FAX CENTER**

SEP 11 2007

PATENTAttorney Docket No.: JEQ-00101**Amendment to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application. Added material is shown underlined and deleted material is crossed out, to show the changes made.

1. (Currently Amended) A board game comprising:
 - a. a plurality of game pieces comprising:
 - i. a plurality of first game pieces designated by a first type each having at least one upstanding face, wherein each one of the first game pieces is configured to come in face to face contact with at least one of the other first game pieces to form new game piece structures;
 - ii. a plurality of second game pieces designated by a second type;
 - iii. a plurality of third game pieces designated by a third type;
 - iv. a plurality of fourth game pieces designated by a fourth type;
 - v. a plurality of fifth game pieces designated by a fifth type; and
 - vi. a plurality of sixth game pieces designated by a sixth type, wherein a first one of the sixth game pieces is designated by a first color and associated with each one of the plurality of second game pieces, a second one of the sixth game pieces is designated by a second color and associated with each one of the plurality of third game pieces, a third one of the sixth game pieces is designated by a third color and associated with each one of the plurality of fourth game pieces, and a fourth one of the sixth game pieces is designated by a fourth color and associated with each one of the plurality of fifth game pieces; and
 - vii. a seventh game piece designated by a seventh type; and
 - b. a game board comprising an inner play area and an outer play area positioned around the inner play area.

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2. (Previously Presented) The board game of claim 1 wherein each type of game piece is designated by a specific shape.
3. (Previously Presented) The board game of claim 1 wherein the game board comprises a grid of squares configured as a square array.
4. (Previously Presented) The board game of claim 3 wherein the outer play area comprises an outer perimeter of squares and the inner play area comprises a remainder of the squares inside the outer perimeter of squares.
5. (Previously Presented) The board game of claim 1 further comprising a randomizing means to determine movement of the plurality of game pieces.
6. (Previously Presented) The board game of claim 2 wherein the plurality of second game pieces is designated as a first type of tree, the plurality of third game pieces is designated as a second type of tree, the plurality of fourth game pieces is designated as a third type of tree, and the plurality of fourth game pieces is designated as a fourth type of tree.
7. (Currently Amended) A board game comprising:
 - a. a game board configured as a grid, the grid comprising:
 - i. an inner play area comprising an inner portion of the grid; and
 - ii. an outer play area comprising an outer portion of the grid; and
 - b. a plurality of game pieces comprising:
 - i. a plurality of first game pieces designated by a first type each having at least one upstanding face, wherein each one of the first game pieces is configured to come in face to face contact with at least one ~~be specifically aligned with each~~

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of the other first game pieces to form new game piece structures;

- ii. a plurality of second game pieces designated by a second type;
- iii. a plurality of third game pieces designated by a third type;
- iv. a plurality of fourth game pieces designated by a fourth type;
- v. a plurality of fifth game pieces designated by a fifth type; and
- vi. a plurality of sixth game pieces designated by a sixth type, wherein a first one of the sixth game pieces is associated with each one of the plurality of second game pieces, a second one of the sixth game pieces is associated with each one of the plurality of third game pieces, a third one of the sixth game pieces is associated with each one of the plurality of fourth game pieces, and a fourth one of the sixth game pieces is associated with each one of the plurality of fifth game pieces.

8. (Previously Presented) The board game of claim 7 wherein each type of game piece is designated by a specific shape.

9. (Previously Presented) The board game of claim 7 wherein the grid comprises an 8x8 array of squares, the inner play area comprises an inner 6x6 array of the squares, and the outer play area comprises an outer perimeter of squares surrounding the inner 6x6 array.

10. (Previously Presented) The board game of claim 7 further comprising randomizing means to determine movement of the plurality of game pieces.

11. (Previously Presented) The board game of claim 8 wherein the plurality of second game pieces is designated as a first type of tree, the plurality of third game pieces is designated as a second type of tree, the plurality of fourth game pieces is designated as a third type of tree, and the plurality of fourth

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game pieces is designated as a fourth type of tree.

12. (Previously Presented) The board game of claim 7 wherein the first one of the sixth set is designated by a first color, the second one of the sixth set is designated by a second color, the third one of the sixth set is designated by a third color, and the fourth one of the sixth set is designated by a fourth color.

13. (Withdrawn) A computer game comprising:

- a. a computer including an input device and a display;
- b. a computer program accessible via the computer to display a plurality of game pieces on a game board, the game board comprising an inner play area wherein a first portion of the plurality of game pieces are positioned within the inner play area, and an outer play area wherein a second portion of the plurality of game pieces are positioned within the outer play area, to randomly generate an opportunity number, and to accept input from the input device as to movement of the plurality of game pieces according to the opportunity number, such that a first position of at least one of the game pieces within the outer play area moves to a second position and a functionality of one or more of the first portion of game pieces within the inner play area is dependent upon the second position of the at least one game piece within the outer play area.

14. (Withdrawn) The computer game of claim 13 wherein the game board comprises a grid of squares.

15. (Withdrawn) The computer game of claim 14 wherein the grid of squares forms square array.

16. (Withdrawn) The computer game of claim 14 wherein the outer play area comprises an outer

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perimeter of squares and the inner play area comprises a remainder of the squares inside the outer perimeter of squares.

17. (Withdrawn) The computer game of claim 14 the randomly generated opportunity number simulates the roll of a die such that a rolled number of the die determines a number of moves that the at least one game piece in the outer play area moves from the first position to the second position.
18. (Withdrawn) The computer game of claim 17 wherein the rolled number of the die determines a number of moves performed by the first portion of game pieces in the inner play area.
19. (Withdrawn) The computer game of claim 13 wherein the computer is coupled to a computer network for multi-player access.
20. (Withdrawn) A method of playing a board game comprising the steps of:
- a. configuring a game board to include an inner play area and an outer play area, and to position a plurality of inner game pieces within the inner play area and at least one outer game piece within the outer play area;
 - b. determining an opportunity number;
 - c. moving the at least one outer game piece within the outer play area by the opportunity number;
 - d. determining a functionality of a portion of the plurality of the inner game pieces by the movement of the at least one outer game piece;
 - e. moving the plurality of inner game pieces according to the determined functionality of each inner game piece; and
 - f. repeating the steps b-c until a predetermined terminating step is obtained.

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21. (Withdrawn) The method of claim 20 wherein moving the plurality of inner game pieces comprises moving the plurality of inner game pieces according to a first mode, and then moving the plurality of game pieces according to a second mode.
22. (Withdrawn) The method of claim 21 wherein the plurality of inner game pieces are moved according to the first mode by the opportunity number, and the plurality of inner game pieces are moved according to the second mode by the opportunity number.
23. (Withdrawn) The method of claim 21 wherein determining a functionality of a portion of the plurality of the inner game pieces includes determining a functionality of a first portion of the plurality of the inner game pieces according to the first mode, and determining a functionality of a second portion of the plurality of inner game pieces according to the second mode.
24. (Withdrawn) The method of claim 23 wherein the first portion of plurality of inner game pieces function to remove other inner game pieces from the inner play area and the second portion of the plurality of inner game pieces function to replace previously removed inner game pieces.
25. (Withdrawn) The method of claim 24 wherein the second portion of the plurality of inner game pieces function to position themselves and the first portion of the plurality of inner game pieces into a predetermined configuration.
26. (Withdrawn) The method of claim 20 wherein the opportunity number is determined by rolling a die.
27. (Withdrawn) The method of claim 20 wherein moving the at least one outer game piece forms a resting position of the at least one outer game piece, and the functionality of the portion of

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inner game pieces is determined by the resting position of the at least one outer game piece within the outer play area.

28. (Withdrawn) A game board system convertible into a game storage container, the game board system comprising:
- a. a plurality of game playing pieces;
 - b. a game board comprising a plurality of game board pieces, each game board piece including a recessed area;
 - c. a cross-member comprising a plurality of limbs, each limb to fit into the recessed area of the game board piece such that when the plurality of game board pieces are attached to the cross-member the game board is formed, wherein the plurality of game board pieces are removable from the cross-member;
 - d. a bottom piece including outer grooves configured parallel to and inside of an outer edge of an upper surface of the bottom piece, wherein the plurality of game board pieces fit perpendicularly within the outer grooves to form sides of the game storage container to store the plurality of game playing pieces and the cross-member therewithin; and
 - e. a lid configured to fit on top of the plurality of game board pieces when the game board pieces form the sides of the game storage container.
29. (Withdrawn) The game board system of claim 28 further comprising a rod member including a flange on a first end of the rod member, wherein the rod member fits through a center hole of the bottom piece and a center hole of the lid such that the flange fits within a recess on a bottom side of the bottom piece and a second end of the rod member extends through the center hole of the lid.

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30. (Withdrawn) The game board system of claim 29 further comprising a locking key configured to wedge within a slot on the second end of the rod member extending beyond the lid to secure the lid to the plurality of game board pieces forming the side of the game storage container.
31. (Withdrawn) The game board system of claim 29 wherein the cross-member includes a center hole through which the rod member passes such that when the plurality of game board pieces are attached to the cross-member, the lid is positioned on top of the bottom piece and the cross member is positioned on top of the lid to form a support for the game board, and the rod member extends through the bottom piece, the lid and the cross-member to form a handle coupled to the support to move the game board.
32. (Withdrawn) The game board system of claim 28 wherein the plurality of game board pieces includes four game board pieces and the plurality of limbs on the cross-member includes four limbs.
33. (Previously Presented) The board game of claim 2, wherein each one of the plurality of first game pieces comprises one-quarter of a pyramid including two flat vertical sides and two flat sloped sides.
34. (Previously Presented) The board game of claim 7, wherein each one of the plurality of first game pieces comprises one-quarter of a pyramid including two flat vertical sides and two flat sloped sides.